

## TIES442 - Assignment project - Phase 2

Deadlines for handing in the results of this phase, and their effects on the awarded points:

- max 2 points: 7 April 2015 10:15 am (longer time due to Easter break)
- max 1 point: 30 June 2015 12:00 pm

Group:

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### Assignments for this phase:

**These may be updated until 24 March 2015 10:00 am**

In this phase, we will apply what we learned in weekly tasks 2, meaning that we will improve the agent analysis of the chosen topic and sketch the behavior of the agent based on reflexes. More detailed instructions will be given in the [summary](#) of week 2.

- If you haven't yet done so, apply the agent analysis process from the [summary](#) of week 1. Remember to iterate. You should find multiple sensors and actions for your agent. Did you remember to describe the environment as well? Is the agent's performance measure appropriate, meaning does it reward the behavior that you expect from the agent?
  - Start sketching the agent's behavior as reflexes. Try to come up with as many condition-action rules as can in a reasonable time. Try to think whether following these rules will result in the behavior you expect, or should you improve the behavior in some way?
  - Try to define your agent's behavior as a finite state machine. Try to find sensible states by tabulating different values of sensors and the states that they should lead to. This way you can find combinations of sensor values that together form a state. From the table you can also notice, if some sensor values are not accounted for.
  - Think whether you could utilize the subsumption architecture in your agent in a way that makes sense.
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